



Background

In the backwoods community of Appagant, Helga Brome is a local legend. She brews the finest ale around, and part of her craft is her enchanted cauldron. Imbued with a *Ferment* spell, this large brewpot enables her to turn out fine ales fast enough to suit all her neighbors. Then one day a hole opened in the back wall of her brewing cave, and through it poured goblins and hobgoblins. Escaped convicts from an underground prison, they have chained her beside her cauldron and forced her to brew for them. Her loyal hound Grüt tried to protect her, but was beaten and driven away. Now, crossing the path of some wandering adventurers, he hopes to lead them back to the cave and free his beloved master.

Through the brewing cave the party can reach the cave network of the escaped convicts. Among the caves is a small makeshift jail cell. Here the goblins are holding their former guard, Karvengan, a principled goblin. Also here is Lutmung, an affable orc neighbor who came to check on Helga when she went missing. He has picked up a smattering of the Goblin language during his time in the cell, enough to translate basic ideas to and from Karvengan. Lutmung assures the players that if the players can release them, Karvengan will help them recapture or kill the convicts and free Helga. Lutmung can also relate what he knows of the situation to the players.

Grüt the dog will stick with the players. He is very good at harassing the goblins. He will nip at them and then dodge their attacks. They won't attack Grüt if more serious enemies are threatening them, unless the dog is the only target in range. In group combat Grüt will frustrate the goblins by distracting them and biting them from behind at inopportune moments.

Characters

Grüt has ST 8, DX 14, IQ 7, and MA 12. He can bite for 1d damage, and his fur protects against 1 point of damage. He is a large mongrel comparable to an Alsatian or Malinois in size, strength and smarts.

Helga has ST 12, DX 13, IQ 10, and MA 10. She knows *Brewer*, *Ax/Mace*, *Area Knowledge*, *Toughness*, and speaks *Human* and *Orc*.

Karvengan has ST 13, DX 11, IQ 11, and MA 10. She knows *Sword*, *Quick Draw*, *Alertness*, *Detect Lies*, *Locksmith*, and speaks only the common tongue of goblins and hobgoblins.

Lutmung has ST 13, DX 12, IQ 10, and MA 10. He knows *Farmer*, *Legerdemain*, *Carousing*, *Thrown Weapons*, and speaks *Orc* and *Human*.

Map

This map can be created using the basic TFT megahex set. The green rectangles represent doors. Numbers beside the doors (e.g., L4) indicate their lock strength. The red rectangle is the breach at the back of the original brewing cave. The grey circle is the brewing cauldron. The rooms are lit by candles or torches.

1 - The party enters the cave through a short tunnel (entrance indicated by black-tipped triangle). In this space there are simple wooden shelves along the wall beside the (1). These contain basic brewer's tools and some empty bottles with stoppers.

2 - This is the brewing chamber. The large magic brewing cauldron is welded to a pedestal of stalagmites. Helga is normally shackled here, but she is gone at the moment. Convicts are escorting her to get more supplies and will be returning with her through room (12). Grüt will sniff and whine softly at her empty shackles, and then lead the party through the break in the wall.

3 - This is the opening in the wall where the goblin convicts broke through into the brewing cave. Grüt will turn to the right here and go sniff at the door leading to room (4). His behavior indicates there is something interesting on the other side. If the players open this door, he will immediately charge the goblins in the room.

4 - There are two slightly inebriated goblins (**G**) in this room. They are armed but not on guard. They are actually in the middle of a verbal argument. The party gets the benefit of surprise for the first turn. Both goblins have ST 10, DX 10(9), IQ 10, MA 10. They are each carrying a kris (2d-2 sword), and their DX is impaired by drink.

5 - There is a hobgoblin (**H**) here standing watch over the makeshift prison cell (6). He has ST 12, DX 11(9), IQ 7, MA 10(8). He wields an adze (2d ax) and wears leather armor. He has the cell key.

6 - This improvised cell is where they are keeping Karvengan (**K**) and Lutmung (**L**). The convicts like to insult Karvengan, and they find Lutmung's sleight-of-hand tricks amusing. If not freed, both would eventually be killed. There is a 4d lock on the cell door.

7 - This is the dining area. There is a rollicking drinking party going on here with four young hobgoblin reprobates. All of them are quite intoxicated, and three of them are laughing as the fourth tries to catch a chicken that is running around the room. They will become belligerent as soon as they see the players. They have ST 9, DX 11(10), IQ 7, MA 10, and will pick up knives. Their DX is lowered from intoxication. They will likely attempt to enter HTH combat.

8 - Two goblins (**B** & **G**) and a hobgoblin (**H**) are here discussing future plans for their band of convicts. They are more seasoned criminals than the others. Goblin (**B**) is the gang's boss Bahnstaf, with ST 12, DX 12, IQ 12, MA 10, and carrying a scimitar (2d sword). The boss has a keyring, including the key to room (11). Goblin (**G**) is the gang's spy Gorldang, with ST 11, DX 14, IQ 12, MA 10, wearing a hooded cloak and carrying a quarterstaff. Hobgoblin (**H**) is the gang's enforcer Hamshunk, with ST 13, DX 12(9), IQ 9, MA 10(6), wearing chainmail and carrying a flail (2d+1 mace).

9 - Two hobgoblins (**H**) and a goblin (**G**) are sleeping here on bedrolls. The goblin has a pair of javelins nearby, while the hobgoblins only have clubs. Based on which door the players enter from, the furthest hobgoblin will try to run and get help (unless Grüt can latch onto them). The hobgoblins have ST 11, DX 10, IQ 7, MA 10. The goblin has ST 9, DX 11, IQ 10, MA 10.

10 - There is a single goblin (**G**) here, facing the door to room (11). He appears to be studying a potion flask. He seems torn as to whether he should drink it or coat his sword with it. He has ST 10, DX 13, IQ 11, MA 10, and carries a kris (2d-2 sword). The unlabeled flask contains one dose of slime poison.

11 - This locked room (4d lock) is the treasure store. The room is dank and unlit. A green slime (**S**) lurks on the ceiling, with ST 18, DX 1, IQ 1 and MA 2. There is a chest (**C**) in the room with \$212 in coins and a silver torc worth \$80.

12 - A goblin (**G**) and hobgoblin (**H**) are escorting Helga (**X**) back to the cauldron. They had taken her out through their old prison to obtain some brewing materials. Goblin (**G**) has ST 11, DX 13, IQ 12, MA 10, and carries a spear. The goblin also knows the *Fireball* spell but casts it as a non-wizard. Hobgoblin (**H**) has ST 14, DX 10, IQ 8, MA 10, and carries a great hammer. Helga is manacled and cannot fight or move faster than MA 6 while in chains. The key to the manacles is on the keyring carried by Bahnstaf (room 8).

? - If the GM desires, they can map out more adventure beyond. This tunnel leads to the old prison and from there to the outside world.

The GM should feel free to put whatever treasure they want on the convicts. They won't have much unless they have been making successful raids since their prison break. The characters they rescue will want to reward them in whatever ways possible as well. Helga and Lutmung don't have much money, but can pay the players back in other ways, such as with supplies or information. Karvengan can provide the players with whatever bounty was on the escaped convicts, once she reports the convicts' defeat back to her guard captain.

